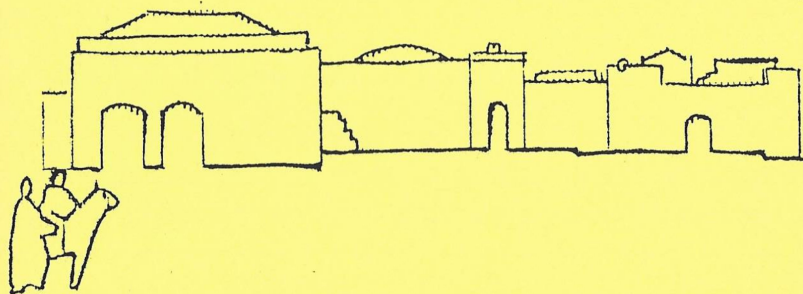




\$12.00

THE **Christmas** STORY

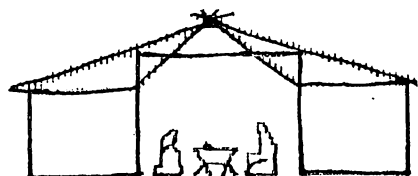


CROSS

EDUCATIONAL

SOFTWARE

THE CHRISTMAS STORY



by Mark and Connie Cross
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Ruston, LA 71270

GETTING STARTED

APPLESOFT + DOS 3.3

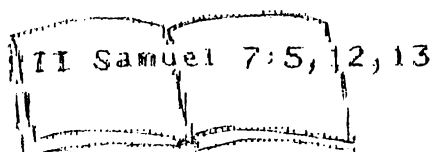
If you have this configuration just put in the disk, turn on the power, and press your choice on the menu.

INTEGER BASIC + DOS 3.3

The Christmas story is written on the back side of this disk in Integer Basic. Just put in the disk and follow the instructions in the 'HELLO' program. DISCLAIMER: The Integer Basic programs have been added for the convenience of users with older Apples. They are not as polished as the Applesoft versions. Some of the details in the 'Programming' section below do not apply to the Integer Basic programs.

DOS 3.2

The whole disk is written in the newer 16-sector DOS 3.3 format. You will have to convert it down to DOS 3.2. To do this take a blank diskette initialized under your own DOS 3.2, plus the Christmas diskette, to a friend who has DOS 3.3. He will show you how to use the DEMUFFIN program on the Christmas diskette to convert everything.



* EVE
* ABRAHAM
+ ISAAC
* JACOB
* JUDAH
* JESSE



MENU

"The Christmas Story" is a 3-part program that uses Scripture, seven hymns, and high resolution graphics to tell the story of the birth of the Christ Child. First you will see a menu program on the screen. You may choose to watch one of the three parts or the whole show. The menu program plays 'Joy to the World' while waiting for you to press a key. If you choose to see the whole show it will run for about half an hour and then repeat.

PROPHECY

Part 1 presents the Old Testament prophecies foretelling the coming of Jesus and then His actual birth in Bethlehem. The prophecies delineating the Messianic line are: Genesis 3:15 (Eve); Genesis 22, 15-18 (Abraham); Genesis 21:12 (Isaac); Numbers 24:17 (Jacob); Genesis 49:10 (Judah); Isaiah 11:1,2 (Jesse); II Samuel 7:5,12,13 (David). Isaiah 7:14 which prophesies the Virgin birth and Micah 5:2 which prophesies Bethlehem as the place are also given. In the next scenes the angel Gabriel appears to Mary (Luke 1:26-33) and then to Joseph (Matthew 1:18-25). They travel to Bethlehem and the Child is born (Luke 2:1-7). This part contains two hymns: "Come Thou Long Expected Jesus" and "O Little Town of Bethlehem", plus a line of "O Come, O Come Emmanuel".

Here is the menu if you run just the 'Prophecy' program:

0. See all parts of the program.
1. Biblical prophecy
2. Song- Come Thou Long Expected Jesus
3. Annunciation to Mary
4. Angel with Joseph
5. Caesar's decree
6. Joseph and Mary arrive at Bethlehem.
7. Change the singing and reading speed.
8. Go on to the Shepherds program.
9. Watch the Wise Men program.

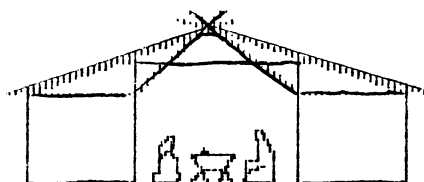
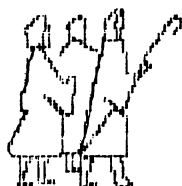
SHEPHERDS

Part 2 is the story of the birth announcement to the shepherds and their visit to the manger (Luke 2: 8-20). It contains the hymns: "Joy to the World"; "Angels From the Realms of Glory"; "Hark the Herald Angels Sing"; and "The First Noel".

While 'Prophecy' has a more serious Biblical tone, the 'Shepherds' program is a joyful celebration of the birth of the Christ Child. Here is the 'Shepherds' menu:

0. See the whole program.
1. Song - Joy to the World
2. Song - Angels from the Realms of Glory
3. Song - The First Noel
4. Angels appear to the shepherds.
5. Song - Hark the Herald Angels Sing
6. Shepherds go to the manger.
7. Change the singing and reading speed.
8. Go on to the Wise Men.
9. Watch the Prophecy program.
- A. Quit.

And they came with haste,
And found Mary, and Joseph,
and the babe lying in a manger.



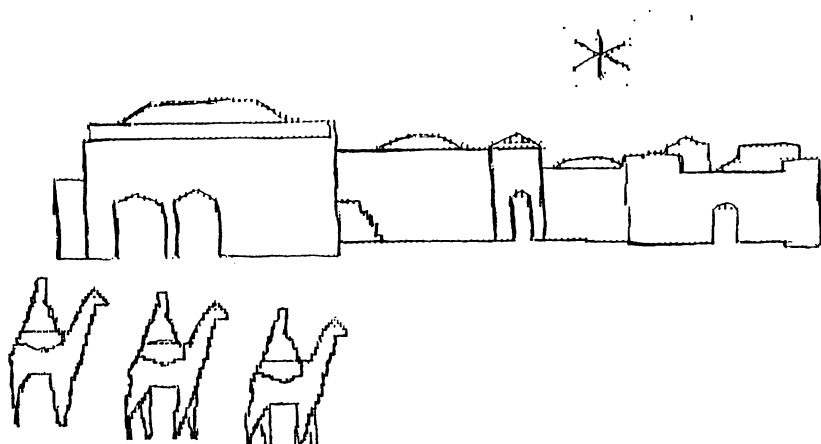
WISE MEN

Part 3 is the story of the quest of the Wise Men (Matthew 2:1-12). It contains the conclusion of the hymns, "The First Noel" and "Angels from the Realms of Glory" plus the first verse of "We Three Kings of Orient Are." It prints the text of Matthew 2:1-12 which describes the Wise Men going to Herod and then to Bethlehem.

Here is your menu if you decide to watch just the Wise Men:

0. See the whole program.
1. Song - Angels from the Realms of Glory
2. Song - We Three Kings of Orient Are.
3. Text, Wise Men with Herod
4. Wise Men travel to Bethlehem.
5. Text, Wise Men at Bethlehem
6. The First Noel, verses 5 and 6
7. Change singing and reading speed.
8. Watch the Prophecy program.
9. Watch the Shepherds program.
- A. Quit.

This star drew nigh to the northwest,
O'er Bethlehem then it took its rest,



MAKING A BACKUP DISKETTE

Some people like to make a copy of a new diskette and then store the original in a safe place. This is permitted by Cross Educational Software. However, it is illegal to make more than one extra copy or to give a copy away.

DETAILED PROGRAMMER'S NOTES

Your diskette should have all these programs on it:

HELLO	WISE MEN.1
PROPHECY.1	WISE MEN.2
PROPHECY.2	WISE MEN.3
PROPHECY.3	SEE ALL LOOP
SHEPHERDS.1	MENU
SHEPHERDS.2	LOOP MAKER
SHEPHERDS.3	SHAPES
GRAPE	AMPERSANDS
DEMUFFIN	

'HELLO' simply runs the menu.

PROPHECY.1, SHEPHERDS.1, and WISE MEN.1 are text files. The menu will EXEC one of them to start running one segment of the Christmas story.

PROPHECY.2, SHEPHERDS.2, and WISE MEN.2 are the main programs written in Applesoft. They won't run unless GRAPE is active and displaying screen 1 (HGR) before one of these programs is loaded. These programs run in high memory above the high resolution screens. In other words, these are big programs that probably won't work if you change them.

PROPHECY.3, SHEPHERDS.3, and WISE MEN.3 are short programs that created the text EXEC files. They are not needed any more and could be deleted from the disk. They were left on your disk in case you wanted to change the EXEC files or re-create them on another disk.

GRAPE creates the text on the high resolution screen mixed with graphics.

SEE ALL LOOP runs all parts of the story and then runs itself. It will display the story forever unless the power is turned off.

LOOP MAKER created the SEE ALL LOOP text file. It is not needed unless you want to run it to re-create SEE ALL LOOP on a new disk.

SHAPES is a large shape table. It must be loaded by the Christmas Story programs before they can draw stars and angels.

AMPERSANDS makes it possible to make music with commands like: &I PITCH, DURATION. See lines 240-260 in any of the three main programs for more examples.

All three parts of the story are similar programs. Here is an outline of PROPHECY.

PROPHECY PROGRAM

LINE	PURPOSE
5	Jumps straight to line 28000.
140	BOOK subroutine draws a book by connecting dots. XX, YY = 0,0 are the upper right corner of the open book. It can be drawn anywhere by setting xx, yy and the color and then going to sub 141.
170	Prints the word EVE and a star in the upper right corner of the screen.
180	Prints Abraham and his star.
190	Prints Isaac and his star.
200	Prints Jacob and his star.
210	Prints Judah and his star.
220	Prints Jesse and his star.
230	Prints David and his star.
240	Calculates the pitch and tone and then plays a note. Duration is adjusted for the singing speed. Depending on speed (SI) the duration will be stretched or shortened. SI = 65 is normal speed. SI = 1 is very fast, and SI = 100 is slow speed.

300 Slow printout subroutine. M\$ = the message to be printed out. Between each two letters there is a pause depending on the reading speed, R. If R = 1 then the pause is very short for fast readers. If R = 100 then the pause is long for slow readers.

360 General purpose delay subroutine.

1000 Draws the town of Bethlehem by connecting lines from point to point.

1300 Draws the body of the angel twice in white for thicker, color-free lines.

1340 Draws the angel's arm.

1351 Draws the angel's head.

1400 Draws Mary's face.

1410 Draws Mary's shawl.

1440 Draws Mary's body. This is call twice in blue at coordinates XX, YY and XX + 1, YY to insure solid blue vertical lines.

1500 Draws Joseph sleeping.

1600 Draws Joseph and Mary on a donkey.

4000 Plays first line of Come Emmanuel for an introduction.

5000 This major subroutine draws the open Bible and shows all the prophecies, then returns to the menu.

5840 Prints and plays "Come Thou Long Expected Jesus".

5900 Coding for pitches and durations of the notes to Come Thou Long Expected Jesus.

6000 Annunciation to Mary

7000 Angel appears to Joseph.

8000 Caesar's decree

8600 O Little Town of Bethlehem

9000 Final scene, Bethlehem at night

9640 Joseph and Mary reach Bethlehem.

28000 Initializes variables. Sets R and SI = 65.

-28100

30000 Clears screen and prints the menu. Waits for the user's choice.

-30179

30180 Calls the scenes in the show, depending on what the user asked for.

-30360

30380 Changes R (reading speed) and SI (singing speed).

-end Caution: for both variables, low is slow when a user answers the questions but the internal R and SI are carried in reverse order, with low numbers meaning FAST.

The other programs, SHEPHERDS and WISE MEN, are very similar to PROPHECY. After seeing the show several times some users might want to increase the default reading speed. This can be done by listing line 28090, finding R, making the change (such as R = 30 to go a little faster), and re-saving the program.

THE SEE - ALL - LOOP EXEC FILE

This text file runs all parts of the Christmas story and then repeats by "EXEC"ing itself. It was created by the program listed below, called "LOOP MAKER" on your disk.

```
10 PRINT CHR$(4)"OPEN SEE ALL LOOP"
20 PRINT CHR$(4)"WRITESEE ALL LOOP"
25 PRINT "FP"
30 PRINT "BLOADGRAPE"
35 PRINT "LOMEM:7700"
40 PRINT "HIMEM:8000"
50 PRINT "CALL36181": REM ENTER GRAPE WITH NORMAL HGR2 SCREEN
60 PRINT "CALL36606": REM SWITCH TO HGR SCREEN
70 PRINT "POKE104,64": REM PROGRAM START
80 PRINT "POKE16384,0"
90 PRINT "HIMEM:34815": REM GRAPE IS ABOVE HERE
100 PRINT "RUN PROPHECY.2"
120 PRINT "RUN SHEPHERDS.2"
140 PRINT "RUN WISE MEN.2"
155 PRINT "EXEC SEE ALL LOOP": REM REPEAT
160 PRINT CHR$(4)"CLOSE"
170 END
```

Line 25 above resets the pointers to the beginning and end of memory. Line 30 loads the 'GRAPE' high resolution printing system at the top of memory, from 34816 up to the start of DOS. Lines 35 and 40 defeat a protection feature inside GRAPE that prevents using the HGR screen if it might be used by APPLESOFT. Line 50 enters the GRAPE printing. Line 60 switches from the original HGR2 over to the HGR screen to leave a lot of room for program above the screen. Lines 70 and 80 set the start of APPLESOFT programs at 16384 in

memory. Line 90 sets the maximum memory available to variables, just below the start of GRAPE. Lines 100-140 finally run all three main programs. Line 155 runs the whole show over again in an infinite loop.

G.R.A.P.E. stands for the Group for Religious Apple Programming Exchange. From it you can get more information about its high resolution printing system, its newsletter, and several disks of Christian software at low prices. Write to: Steve Lawson, P. O. Box 283, Port Orchard, WA 98366.

IF YOU HAVE TROUBLE

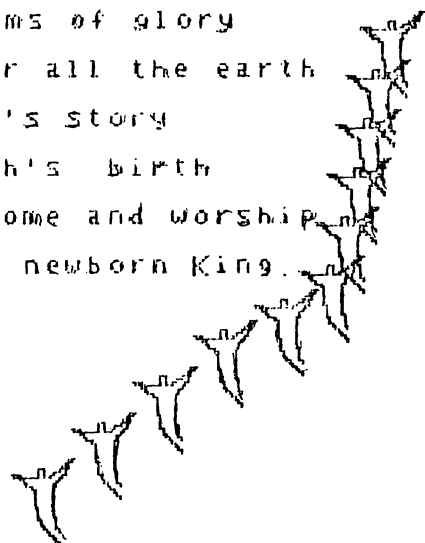
This set of programs takes over control of the Apple and resets several flags. If it is interrupted the system might behave strangely or do nothing at all.

You can leave any of the programs and play with the high resolution printing by pressing control-C. The programs should respond to the 'LIST' command but at a slow speed. You can RUN any of them again if you are still in high resolution printing.

The three main programs all use a lot of memory, from just above the high resolution screen (16384) to just below the DOS. You can get in trouble by adding a few more instructions because part of the program moves up into the GRAPE area, leading to an OUT OF MEMORY error message.

The EXEC files take over complete control. They can't be stopped unless you RESET and re-boot the disk, or turn off the power.

Angels from the realms of glory
Wing your flight o'er all the earth
Ye who sang creation's story
Now proclaim Messiah's birth
Come and worship, come and worship
Worship Christ, the newborn King.





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